AYANA

Safe Shot

Kill an Enemy with a Weapon Attack within the Accurate Range when you are on space with 🛡.

Read Ayana's Memory **01** on page **22**.

Smooth Operator

Kill 2 Enemies and use the "Slide" ability during a single Turn.

Read Ayana's Memory **02** on page **22**.

Close Quarters Escape

Start your Turn with 3 Enemies within Range 2, and end that Turn outside of the Enemies' LoS.

Read Ayana's Memory **03** on page **22**.

Gear, Grit, & Gunplay

Perform an Action with an Artifact, Item, and Weapon during a single Turn.

Read Ayana's Memory **04** on page **23**.

After completing all Achievements, read Ayana's Memory 05 on page 23.

BORSUK

Artifact Hoarder

Equip an Artifact that you've just gained from an Anomaly, while having two other Artifacts already equipped.

Read Borsuk's Memory **01** on page **10**.

Irradiated Path

Lose no HP from an Enemy Attack while being on a space with ☢.

Read Borsuk's Memory **02** on page **10**.

Anomaly Adept

Enter an Anomaly space with an uncovered ✖ symbol without Activating the Anomaly.

Read Borsuk's Memory **03** on page **10**.

Using Your Surroundings

Use the "Decoy" Basic Action to Move an Enemy into an Anomaly space and Activate it.

Read Borsuk's Memory **04** on page **11**.

After completing all Achievements, read Borsuk's Memory 05 on page 11.

CHORT

- [ ] **Chasing Your Nemesis**
  Attack an Enemy marked with twice during a single Turn.

  Read Chort's Memory **01** on page **24**.

- [ ] **Coup de Grâce**
  Kill an Enemy that had a before you Attacked them.

  Read Chort's Memory **02** on page **24**.

- [ ] **Calm in the Storm**
  Lose no HP from an Attack of an Enemy marked with .

  Read Chort's Memory **03** on page **24**.

- [ ] **Eye to Eye**
  End your Turn on a space with an Enemy marked with ,
  and no other Stalker or Enemy in your LoS.

  Read Chort's Memory **04** on page **25**.

After completing all Achievements, read Chort's Memory 05 on page 25.

FIRECRACKER

Just as Planned

Use the "Decoy" Basic Action to Move an Enemy to a space with one of your Trap tokens.

Read Firecracker's Memory **01** on page **20**.

Explosive Clearout

Kill at least 2 Enemies with a single Frag Grenade Item.

Read Firecracker's Memory **02** on page **20**.

Flashbang Suppression

Deal a to at least 3 Enemies with a single Flashbang Item.

Read Firecracker's Memory **03** on page **20**.

Smokescreen Strike

Kill an Enemy, then end your Turn on a space with a .

Read Firecracker's Memory **04** on page **20**.

After completing all Achievements, read Firecracker's Memory 05 on page 21.

MAMON

- [ ] **Last Gasp Takedown**
  Kill an Enemy while having 4HP or less.

  Read Mamon's Memory **01** on page **18**.

- [ ] **Close Combat Kill**
  Kill an Enemy with the "Knife" Basic Action and with at least 1 other Enemy with LoS to you.

  Read Mamon's Memory **02** on page **18**.

- [ ] **Dangerous Dive**
  Enter a space with an Enemy and an uncovered Anomaly symbol, without Activating the Anomaly.

  Read Mamon's Memory **03** on page **18**.

- [ ] **Lone Wolf Assault**
  Kill 2 Enemies during a single Turn without other Stalkers within Range 3 of you.

  Read Mamon's Memory **04** on page **19**.

After completing all Achievements, read Mamon's Memory 05 on page 19.

MATIS

Recon

Reveal an "X" using the "What's That" Action.

Read Matis's Memory **01** on page **16**.

Custom Loadout

Equip a Weapon Attachment that you've just gained from a , while having another Weapon Attachment already equipped.

Read Matis's Memory **02** on page **16**.

Just In

Kill an Enemy that is on a space with another Enemy and .

Read Matis's Memory **03** on page **16**.

Perilous Looting

Gain a token with at least 2 Enemies with LoS to you.

Read Matis's Memory **04** on page **17**.

After completing all Achievements, read Matis's Memory 05 on page 17.

MILADY

Shadow Kill

Kill an Enemy with the “Never Miss” ability active after you’ve performed the “Sneak” Action during the same Turn.

Read Milady’s Memory **01** on page **12**.

Expose and Immobilize

Deal a and to the same Enemy during a single Turn.

Read Milady’s Memory **02** on page **12**.

Marksmanship Mastery

Kill an Enemy with another Stalker on their space and within Range 4+ of you.

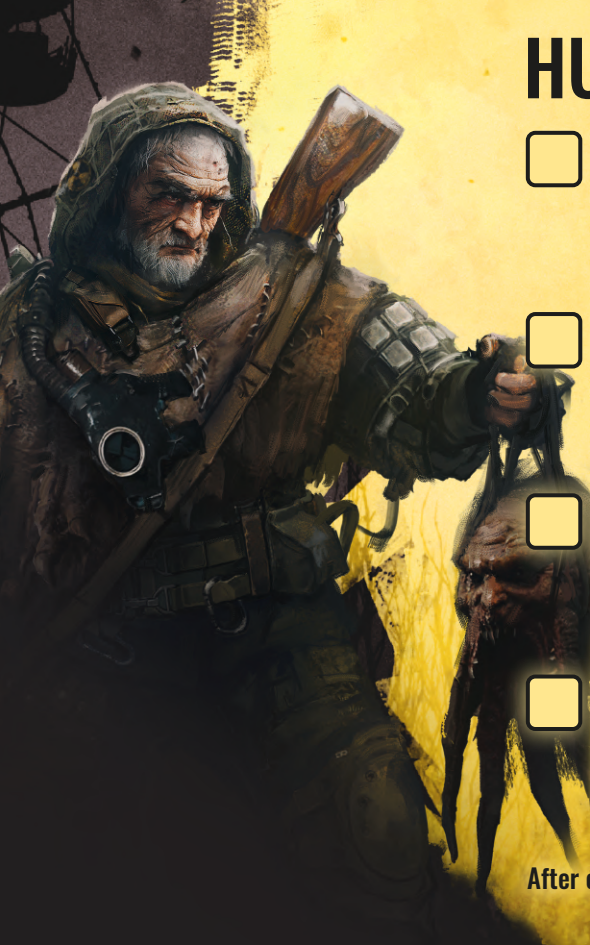
Read Milady’s Memory **03** on page **12**.

Precision Sweep

Kill 2 Enemies with Weapon Attacks within the Accurate Range during a single Turn.

Read Milady’s Memory **04** on page **13**.

After completing all Achievements, read Milady’s Memory 05 on page 13.



HULYASH

Bait & Blitz

Use the "Decoy" Basic Action to Move an Enemy and Attack the same Enemy during a single Turn.

Read Hulyash's Memory **01** on page **30**

Mutant Menace

Kill a Mutant Enemy with the "Axe" Action, and kill another Mutant with your Weapon during a single Turn.

Read Hulyash's Memory **02** on page **30**

Silent Infiltrator

Move through a , and Attack an Enemy with the "Axe" Action during a single Turn.

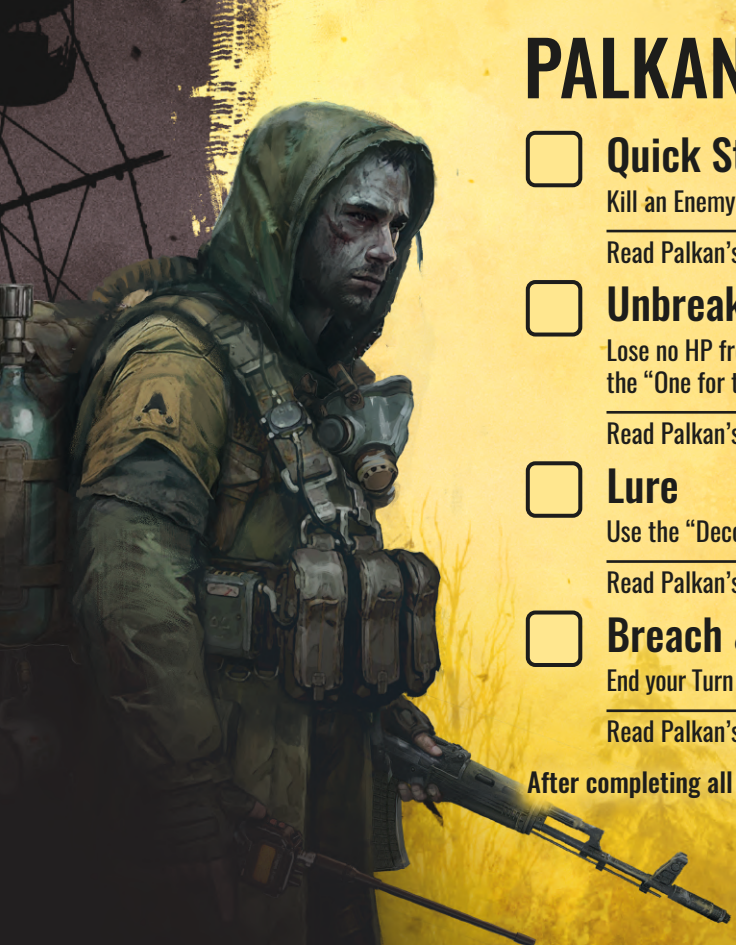
Read Hulyash's Memory **03** on page **30**.

From the Shadows

Start your turn on a space with , then kill a Mutant Enemy with the "Axe" Action during that Turn.

Read Hulyash's Memory **04** on page **31**

After completing all Achievements, read Hulyash's Memory 05 on page 31.



PALKAN

☐ **Quick Strike**

Kill an Enemy using the “Fast Shot” Action.

Read Palkan’s Memory **01** on page **6**.

☐ **Unbreakable Will**

Lose no HP from an Enemy Attack when using the “One for the Team” ability.

Read Palkan’s Memory **02** on page **6**.

☐ **Lure**

Use the “Decoy” Basic Action to Move an Enemy out of the building.

Read Palkan’s Memory **03** on page **6**.

☐ **Breach & Clear**

End your Turn on a space with 🛡 and at least 2 Enemies with a LoS to you.

Read Palkan’s Memory **04** on page **7**.

After completing all Achievements, read Palkan’s Memory 05 on page 7.

SVETA

Double Barrel Sweep

Kill 2 Enemies with a Weapon during a single Turn.

Read Sveta's Memory **01** on page **8**.

Good Positioning

Kill an Enemy after you've Moved to a space with using the "Tactical Advance" ability during the same Turn.

Read Sveta's Memory **02** on page **8**.

Look how it's Done

Kill an Enemy on your space with another Stalker on your space.

Read Sveta's Memory **03** on page **8**.

Into the Fray

End your Turn with at least 3 Enemies within Range 1.

Read Sveta's Memory **04** on page **9**.

After completing all Achievements, read Sveta's Memory 05 on page 9.

TARAS

Wholesome

Perform the Actions of 2 different **Food** Items during a single Turn.

Read Taras's Memory **01** on page **28**.

Vengeance

Kill an Enemy while there is another Stalker with a Critical Injury token within Range 3 of that Enemy.

Read Taras's Memory **02** on page **28**.

Lead From the Front

Kill 2 Enemies during a single Round before any other Stalker starts their Turn during that Round.

Read Taras's Memory **03** on page **28**.

Helpful Hand

Give another Stalker with 4HP or less, 3 **Medicine** Items and/or Magazines in any combination.

Read Taras's Memory **04** on page **29**

After completing all Achievements, read Taras's Memory 05 on page 29.

VELET

Pack Rat's Pursuit

Have at least 9 different Items in your Backpack.

Read Velet's Memory **01** on page **26**.

Dual Detonation

Perform the "Throw" Action of 2 different Items during a single Turn.

Read Velet's Memory **02** on page **26**.

Anomaly Raider

Gain a ? on a space with an Anomaly symbol.

Read Velet's Memory **03** on page **26**.

Modded Standoff

Have at least 4 different Attachments equipped at the same time.

Read Velet's Memory **04** on page **27**.

After completing all Achievements, read Velet's Memory 05 on page 27.

VITER

Bullseye

Roll the maximum number of ★ on each when Attacking with a Weapon within the Accurate Range.

Read Viter's Memory **01** on page **14**.

Trailblazer

Enter an Anomaly space with at least 2 symbols covered with .

Read Viter's Memory **02** on page **14**.

Desperate Shot

Kill an Enemy with an Attack that spent the last ■ of your currently equipped Weapon.

Read Viter's Memory **03** on page **14**.

Calm Amid Chaos

Enter a space with an Anomaly Center and lose HP from the Anomaly Activation.

Read Viter's Memory **04** on page **14**.

After completing all Achievements, read Viter's Memory 05 on page 15.